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SACHEN

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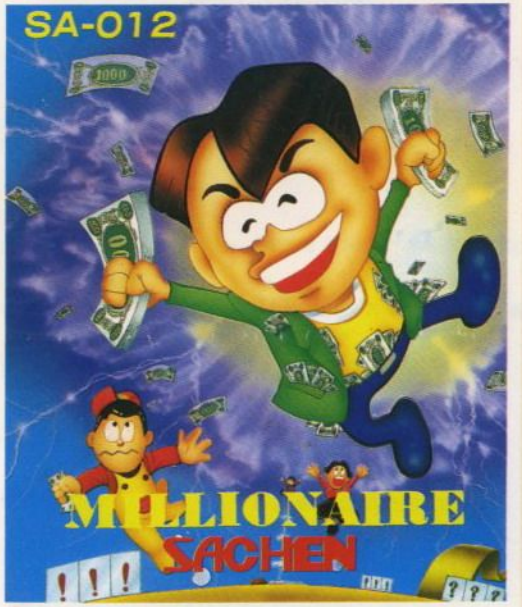

SA012

MILLIONAIRE

MILLIONAIRE CONTROL SUMMERY

CONTROL

Control Pad Arrows:	Move the arrow for choice.
Button A:	Take down that you have chosen.
Button B:	Cacsel
Start Button:	Game pause/restart
Sellect Button:	Sellect players mode

I. INTRODUCTION

MILLIONAIRE has been a popular game for many years. Most of us had played it in childhood. Now we move it to your game screen from paper and reproduce the game by new idea. The game rules and its characteristics are reserved as original. If you have played it once you will play again.

II. GAME CONTROLS

Control Pad Arrows:	Move the arrow for choice.
Button A:	Take down that you have chosen.
Button B:	Cancel
Start Button:	Game pause/restart
Sellect Button:	Sellect players mode

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.

2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.

3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).

4) Do not try to open or disassemble the cartridge.

5) Do not sit too close to your television.

6) Do not clean the cartridge with chemical agents.

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III. GAME MECHANICS

The screen will be turned out to be option mode after you have pressed the start button. In the option mode you can use the sellect button to set up the way that you like to play.

HOW TO SET UP YOUR GAME

1. The option mode screen

PLAY1	JOYSTICK 1	PLAY3	NONE
PLAY2	JOYSTICK 2	PLAY4	COMPUTER

(1).The play1 is the blue character. (2).The play2 is the yellow character.
(3).The play3 is the red character. (4).The play4 is the green character.
(5).The character will be controlled by computer, when you choose computer.
(6).The character will be controlled by joytick 1, when you choose joystick 1. The joystick 2, joystick 3 and joystick 4 follow the example as above.

2. How to set up your game:
First you may choose PLAY1, PLAY2, PLAY3 or PLAY4 select button, then press A button to set up computer, none or joystick 1 ....

3. How to set up the 4 players mode:
(1).If your machine have not plus joystick 3 and 4, please set up your game as below:

PLAY1	JOYSTICK1	PLAY3	JOYSTICK1
PLAY2	JOYSTICK2	PLAY4	JOYSTICK2

COUTION:
(1).Don't set up the 4 character none in the same time.
(2).Don't replace the 4 character by computer in the same time.
(3).If your machine have not plus joystick 3 and 4, please don't set up joystick 3 or 4 in your game.

country or industry	The price of building	Mortgage	price	Pass payment	1 house	2 houses	3 houses	4 houses	1 hotel
JAPAN	2000	1750	3500	350	1750	5000	11000	13000	15000
R.O.C.	2000	1750	3500	350	1750	5000	11000	13000	15000
AIR PORT		1000	2000		250	500	1000	2000	

6. If you land on location marked "GO TO JAIL" from Fate or Chance cards, or you are staying in jail, you have to go to jail straight away and cannot pass by the starting place. You must remain in jail and miss out on 3 turns.

7. In casino, you can press the Button B to stake money.

8. Each time when you stay in your country or industry, you can build your house or hotel. (Five houses are equal to a hotel.)

country or industry	The price of building	Mortgage	price	Pass Payment	1 house	2 houses	3 houses	4 houses	1 hotel
MONACO	500	300	600	20	100	300	900	1600	2500
KOREA	500	300	600	40	200	600	1800	3200	4500
THAILAND	5000	500	1000	60	300	900	2700	4000	5500
DENMARK	5000	500	1000	60	300	900	2700	4000	5500
BELGIUM	500	600	1200	80	400	1000	3000	4500	6000
ISRAEL	1000	700	1400	100	500	1500	4500	6250	7500
WINE PLANT	1000	1750	1500	350	1750	5000	11000	13000	15000

country or industry	The price of building	Mortgage	price	Pass Payment	1 house	2 houses	3 houses	4 houses	1 hotel
TURKEY	1000	700	1400	100	500	1500	4500	6250	7500
SPAIN	1000	8000	1600	120	600	1800	5000	7000	9000
ITALY	1000	900	1800	140	700	2000	5500	7500	9500
HOLLAND	1000	800	2000	160	800	2200	6000	8000	10000
AUSTRALIA	1500	1100	2200	180	900	2500	7000	8750	10500
SWITZERLAND	1500	1100	2200	180	900	2500	7000	8750	10500
GERMANY	1500	1200	2400	200	1000	3000	7500	9250	11000

country or industry	The price of building	Mortgage	price	Pass Payment	1 house	2 houses	3 houses	4 houses	1 hotel
BAR	1000	1000	2000	600	2200	8000	18000	2500	30000
FRANCE	1500	1300	2600	220	1100	3300	8000	9750	11500
ENGLAND	1500	1400	2800	220	1200	1600	8500	10250	12000
AUSTRIA	2000	1500	3000	260	1300	3900	9000	11000	12750
CHINA	2000	1500	3000	260	1300	3900	9000	11000	12750
CANADA	2000	1600	3200	280	1500	4500	10000	12000	14000
AMERICA	2000	1600	3200	280	1500	4500	10000	12000	14000

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO — TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No.004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

MILLIONAIRE EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____ / ____ / ____ PHONE #(Optional): ( ) ____ — ____

GRADING SCALE: 1: WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE 1 2 3 4 5

2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY 1 2 3 4 5

3). COMPARED WITH ALL EXISTING GAMES 1 2 3 4 5

4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) 1 2 3 4 5

5). GRAPHICS (COLOR, DESIGN, ANIMATION) 1 2 3 4 5

6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) 1 2 3 4 5

7). DIFFICULTY LEVEL (1:TOO EASY...5: TOO DIFFICULT) 1 2 3 4 5

8). FLAWS OR PROBLEMS (1:NONE...5: TOO MANY)

PLACE
STAMP
HERE